

Lone Wolf Club Newsletters

Newsletter #17

Joe Dever is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the original Lone Wolf Club Newsletters that were published between 1985–96.

Gary Chalk is the main illustrator of the early Lone Wolf Club Newsletters.

Brian Williams is the main illustrator of the later Lone Wolf Club Newsletters.

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This project would have been impossible without the helpful contributions of:

David Davis – allowing scanned copies to be made of his near-complete collection of Lone Wolf Club Newsletters.

Jonathan Blake – providing better quality scans of artwork taken from the books.

Paul Haskell – providing better quality scans of artwork taken from the books.

Dominic Roberts – providing scans for missing / damaged pages.

Simon Osborne – creator and maintainer of this document.

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Scans of the original newsletters have been edited so that many faded illustrations have been coloured consistently black. In some instances, this has resulted in a higher quality output than found in the originals.

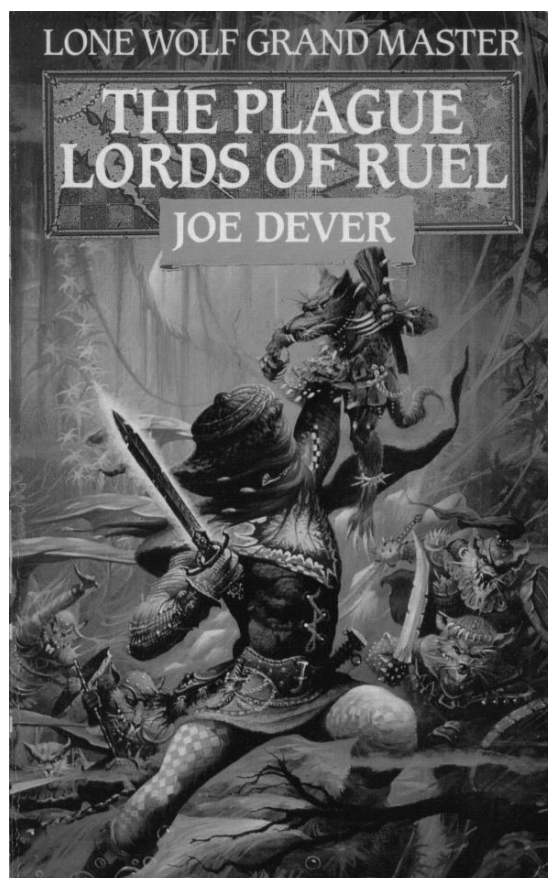


NEWSLETTER No. 17

"THE PLAGUE LORDS OF RUEL"—the eagerly awaited start to the Lone Wolf Grand Master series—is published in the UK on October 4th 1990.

See page 11 of this issue for a special pre-order form which will enable you to re-serve a signed copy of this important release in the Lone Wolf saga.

Pre-publication copies of this book will be reserved for the club as soon as it is printed. So order early to ensure you'll be among the first to read this exciting start to the Grand Master series.



News from the Monastery

Firstly, sincere apologies to Club members for the late appearance of this issue. Difficulties arising from the recent takeover of Beaver Books by Red Fox Books, coupled with printing difficulties and a restructuring of the club's administration, led to unforeseen delays in the production of this newsletter. However, now that these problems have been overcome we look forward to being able to produce future newsletters on a more regular and consistent basis.

The specialist clothing designers—Fantasy Knitwear—who were mentioned in last issue's News page, have started production of their range of top quality hand-knitted Lone Wolf garments. For details, prices, and a colour brochure, write to them at the following address. Please enclosed a large SAE (or 2 IRCs if you are not resident in the UK):

Fantasy Knitwear (Lone Wolf)
C/o C&E Group,
PO Box 120
Henley on Thames
Oxon R69 1PB
England

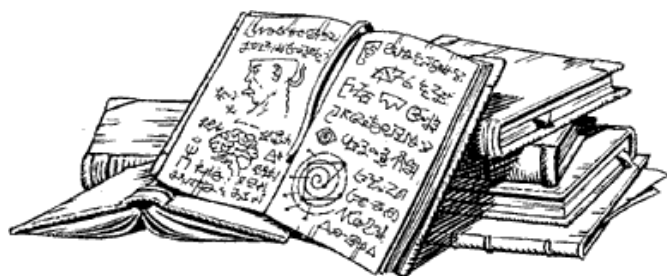
Joe has recently completed work on the second Grand Master adventure (Lone Wolf 14) which is entitled '**The Captives of Kaag**'. UK publication is set for December 4th 1990. A special preview of 'Kaag' will appear next issue. Joe and John Grant have also now completed the fifth 'Legends of Lone Wolf' novel which will be called 'The Claws of Helgedad'. Publication of this book is set for June 1991. The existing four Legends novels are to be reprinted next summer by Arrow books, and all will sport new cover art especially commissioned from Peter Jones.



Currently, Joe is as busy as ever. He's writing Lone Wolf 15 which is entitled 'The Darke Crusade'. It is set in Nyras in the year MS 5076 against the backdrop of a Lencian / Drakkarim war which began immediately after the demise of the Darklords. The mission is to prevent the Drakkarim leader, Warlord Magnaarn, from recovering the Doomstone of Darke, the most powerful of all the Doomstones created by Agarash the Damned. The quest to thwart Magnaarn takes Lone Wolf through the Hellswamp, into the forests of northern Nyras, and right to the heart of a bloody battle raging at the siege of Darke, the Nyras capital. UK publication of 'The Darke Crusade' is set for March 1991.

The new **PhoneQuest** adventure games, written by Joe Dever, come on-line on October 8th 1990. They comprise one new Lone Wolf adventure plus four others based on popular adventure movie themes. The games are radically different to 'Fortress of Doom'. They are question & answer based games in which you hear a section of the story and then you're asked detective-like questions about what you've heard. Correct answers allow you to continue until you manage to solve the game's quest. Each game is updated every month and prizes will be awarded every week.

Look out for the revamped Games Master (GM) role-playing magazine, now officially known as GamesMaster International. Issue No.3 of GMI, due out on September 14th 1990, will contain a Lone Wolf special feature promoting 'The Plague Lords of Ruel'. In addition to other Lone Wolf news there'll be an extract from 'Plague Lords' plus a Lone Wolf competition. The compo's first prize will 10 limited edition colour prints of the 'Plague Lords' cover art, signed by Joe Dever & Peter Jones.



US publication of the first 'Legends of Lone Wolf' novel—Eclipse of the Kai—has been brought forward to August 1990. The second novel—The Dark Door Opens—will be out in the US in December as previously announced.



A new range of Lone Wolf miniatures will soon be available from the Nottingham-based miniatures company—Alternative Armies. Initially, twelve Lone Wolf Grand Master figures have been planned, but more will follow on a regular basis. First releases are scheduled for November 1990. If you'd like more details, write directly to Alternative Armies (enclosing an SAE or IRC) at the following address:

Alternative Armies
(Lone Wolf Miniatures)
Unit 6 Parkway Court
Glaisdale Parkway
Bilborough
Nottingham
NG8 4GN
England

FIVE NEW PHONEQUEST ADVENTURES ON-LINE

FROM MONDAY 8TH OCTOBER 1990



THE ADVENTURE LINE

Enter five fantastic worlds of high adventure created by the
Master of Role-playing Fantasy Joe Dever



ALIEN INTRUDER

Time and place:
2754 AD – Deep Space

Your identity:
Federation Patrol
Leader

Your quest:
Hunt down and destroy
the killer intruder . . .
before it kills you!

NINJA

Time and place:
1530AD – Nippon

Your identity:
Ninja warrior, Samurai
Toda Clan

Your quest:
Recover your clan's
most precious relic –
the Toda Katana.



THE LATEST GREAT ADVENTURE IN THE LONE WOLF SAGA



THE FORBIDDEN TOWER

Time and place:
MS 5056 – World of Magnamund

Your identity:
Lone Wolf: the last Kai Master of
Sommerlund

Your quest:
Discover the identity of He who
commands the Forbidden Tower.



TOMB OF THE SPHINX

Time and place:
1934 AD – Cairo

Your identity:
Sir Edward Mainwaring,
archaeologist

Your quest:
To find the legendary
'Eye of Set'

VAMPIRE HUNTER

Time and place:
1995 AD – Los Angeles

Your identity:
Dr Marc Steiner,
paranormal investigator

Your quest:
To hunt down and
destroy the vampire that
is terrorizing Mammoth
Studios.



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THE ADVENTURES OF SABRE FOX, FIREFLY, BLACK HAWK & WILD WEASEL

by Kai Grand Master Michael Hole

~~Timeline~~—MS 5086

Four of Dessi's most notorious criminals are about to be transported from Holmgard, capital of Sommerlund, back to Dessi to face charges of treason, mass murder, grand theft and arson.

The four, namely Aran Jarek, Sebb Dolby, Tarif Adwar, and Lent Iylpos were caught in Holmgard trying to start an uprising by uniting certain members of Sommerlund's nastiest villains in an attempt to overthrow the Sommlending monarchy.

Feeling a sense of duty, King Ulnar of Sommerlund has contacted Kai Supreme Grand Master Lone Wolf in the hope of obtaining some Kai Lords brave enough to escort these four criminals back to Dessi. However, Lone Wolf had some bad news for King Ulnar. Due to large numbers of uprising in recent months, nearly all of the Kai Masters (or higher rank) were already being employed in tracking down subversives. The few Kai Masters who had remained at the Monastery were needed to teach the initiates, and couldn't be spared for the task. Lone Wolf dared not send any Kai Lord of lesser status than 'Master' because he feared that the criminals' henchmen would ambush and kill them on the way to Dessi. A large part of the Sommlending army were far away in the west, acting as part of a Freeland alliance in a war against Lord Ixiataaga's undead hordes, so help from them was out of the question. However, all was not lost, for Lone Wolf had recently noticed the performances of four young Kai warriors in particular, and he had been pleased by what he had seen. Among the monastery's one hundred and twenty seven Kai who had yet to master the basic Disciplines, these four showed exceptional talent, namely: Black Hawk (Warmarn), Firefly (Guardian), Sabre Fox (Warmarn), and Wild Weasel (Aspirant). Ulnar understood Lone Wolf's predicament perfectly and so Lone Wolf alone had to make the choice of whether or not to entrust them with this. After all, it could be their first . . . and their last.

PART ONE: The choice has been made

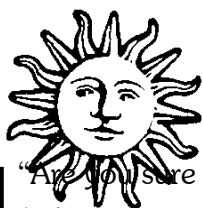
Footsteps echoed along the vast, lifeless corridors of the lower monastery. Soon, dull rasping voices could be heard, grunting meaningless words and phrases. Sooner still, a figure could be seen in the distance, then two, a third, then all four. The figures walked wearily along the corridor, clad in the standard green boots, jerkin, breeches and hooded cloak of Kai minors. The four walked shoulder-close along the great pillared corridor for it was not unknown for ferocious creatures, conjured by a watchful Grand Master, to pop out from behind a pillar, to test an aspiring Kai. Today was an exception for the four because they would normally be in the refectory at such an hour, breaking their fast with the other students. Wild Weasel giggled, nervously enjoying his newfound freedom, and was quickly sobered by Sabre Fox's icy stare.

"The Steps," said Black Hawk, uneasily.

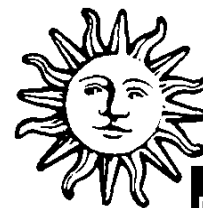
"Aye," replied Firefly.

They had come to the end of the passage and were now faced by a daunting staircase, eight hundred and thirty steps in length, which ascended to the Masters' and Grand Masters' chambers atop the Tower of the Sun. All were nervous now; rarely did the Grand Masters call for a lowly Lord, so a summons from Supreme Master Lone Wolf himself was something quite exceptional.

"Shall we?" said Sabre Fox, gesturing with a hand, slightly trembling. The others smiled, their fears shared and shattered, and then together they began the climb. As they climbed, each envisaged the scene that awaited them. Firefly was being sliced in half for the crime of levitating a quill during lecture the previous morning; Black Hawk's fantasy was even far worse than this...



What seemed like hours passed and, at last, they reached the summit of the tower stairs. It was an important rule that no Kai should come this far without permission and, when they stood before the great door to the Grand Master's chambers, there was a simultaneous outpouring of doubts and excuses.



"Are you sure he wants us?" "Is this the right time?" "Have we been tricked?"

A deep, firm voice spoke from beyond the door—

"Come in, lads. Don't be afraid. I've been expecting you."

Silence . . . stunned silence. Sabre Fox gulped. Firefly stuttered nervously, "Ooooh . . . er!" Wild Weasel's eyes rolled in their sockets. Black Hawk shook. Moments passed, and then Sabre Fox reached out with a quivering hand and turned the door's great iron handle. The room beyond was in sharp contrast to what they had been expecting. No implements of torture, no half-flayed bodies of acolytes who had failed to achieve, no bleached bones (correction—there was a skull perched on the corner of a tabletop). Instead, the chamber was awash with colours which reflected brilliantly the early morning sun. The four scanned the room in wonder, clearly amazed by what they saw. Wild Weasel was the first to regain his composure and quickly he whispered to his friends that they were being watched.



"Come, sit down. Break your fast with me," said Lone Wolf. They stared in awe of their Supreme Master, clad in his golden robes. A truly magnificent warrior, they thought.

"Come now, lads," said Lone Wolf, a little firmer of tone. "Eat with me whilst I tell you why I have called you here." He strode across the chamber to a refectory table with the four shuffling Lords following nervously in his wake. Humbly they seated themselves at the table and began to eat the food which was there awaiting them. For a few minutes they ate in silence, then Wild Weasel belched noisily and Lone Wolf laughed out loud. Suddenly their fears melted; their leader was human after all.

"Good," proclaimed Lone Wolf, as the meal finished. "Now accompany me to my chambers and I'll acquaint you with the purpose of this meeting."

Together they rose and followed Lone Wolf through a series of interconnecting rooms until they came to a library-like room where Lone Wolf seated himself upon one of several richly-carved wooden chairs, then beckoned the others to do likewise. They obeyed and then they focused all their attention on Lone Wolf. At first he seemed to be unaware of their presence, he simply stared into space, his wise eyes focusing on some distant point beyond the room. Patiently they waited. Then Lone Wolf came out of his trance and looked at each of them, one by one. Long moments passed.

"You are Black Hawk, I believe?" he said, glancing at Sabre Fox.

"No sire, I'm Sabre Fox. This is Black Hawk, this is Wild Weasel, and this is Firefly. You may recall me from last year, my lord, when accidentally I nearly planted an axe in Grey Swift's chest during Greel. I saw you watching at your window, sire."

"Ah, yes. Yes. I recall you now," replied Lone Wolf, and he smiled. "Now to the business of why you're all here. Adwar, Jarek, Dolby, and Ilypos. Do these names mean anything to any of you?"

"Aye, my lord," replied Firefly. "They're outlaws of Dessi, are they not?"

"Yes, lad. You're correct," retorted Lone Wolf. Then he turned his head and said, "You, Black Hawk, tell me what you know about these criminals."

Black Hawk tensed, thought for a while, and then blurted out all he could recall.

"They are evil outlaws from Dessi who are to be transported back to Elzian, from Holmgard, sometime . . . er, sometime soon." Black Hawk relaxed, he even felt a little bit pleased with himself. Lone Wolf looked at him, half-smiled, and then turned to Sabre Fox.

"And you, what do you know of these men?"

"Um . . . er . . . well, sire, I don't really know much more than what my friends have said," he answered, apologetically.

"Well, then, if this is the case, I'm afraid that you know very little about them at all."

The young Kai lowered their eyes, fearful that they had in some way disappointed their leader.

"These men are murderous criminals, perhaps some of Magnamund's worst if we to exclude, for the moment, the Darklords of Helgedad. Perhaps it's just as well you don't know too much about them, given your age, for the tales of their crimes is enough to harden the hearts of any man. They are cruel men, capable of cruel acts. Murder and torture are like eating and drinking to these men. In Elzian, they sought to gain control and, by subversion, they attempted to sour the peace with neighbouring Kakush. Fortunately, the Dessian judiciary discovered the plot and thwarted it in time, yet still the four escaped being brought to justice. They fled to central Magnamund where they continued their subversions, sowing chaos in the courts of other Free states. But they became careless, and it was this carelessness that betrayed them here in Holmgard. Now they languish in the dungeons of King Ulnar's citadel."

Lone Wolf stood up and began pacing the floor like a caged tiger. The four watched him intently, hungry to hear what it was he had in store for them.

"As you know," he continued, "many of your masters are away from the monastery at present. I, myself, have to prepare for a mission that soon will take me far away from here, before the next full moon in fact. This situation poses a problem for our King. The four prisoners must be escorted back to Dessi in three days time, and, in Ulnar's good faith, I have decided to entrust you with this task. I'm aware of your inexperience and your modest achievements, but you all possess Disciplines that are capable of further development, and I trust you'll hone them to the full during the course of your mission."

The four young warriors looked at each other with wide eyes, dumbstruck by what they had just heard.

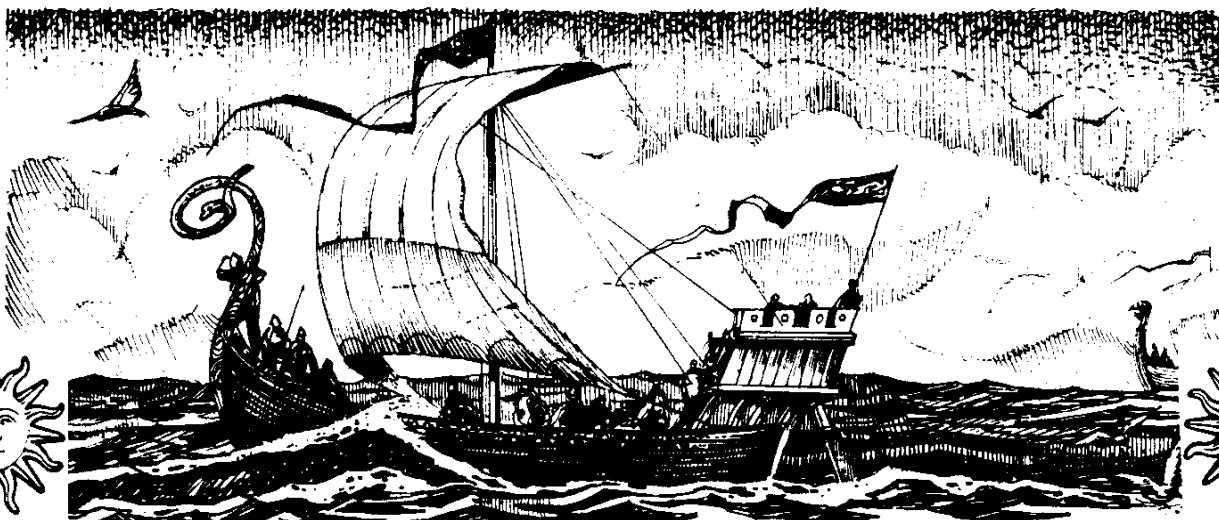
"Well, lads. Do you accept this mission?" asked Lone Wolf.

As one, the four young Kai nodded their heads.

"Good. Very good. I knew my instincts were correct. Now then, you'd all best prepare yourselves for you depart in three days time. Return now to your peers but say nothing to them about this matter. You are all sworn to secrecy, do you understand?"

"Yes, my lord," they replied, solemnly.

Silently they left Lone Wolf's chamber and descended the great staircase, hardly saying a word as they returned to their dormitory. They were simply stunned. In three days time they would be on their way to Dessi, on a mission that could quite easily turn out to be their first and their last. They were scared but they were also very, very excited. At last they could truly call themselves Kai Lords. At last they had come of age.



The Kai Konnection



The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.



Name: STEPHEN STRELLET
Age: 16
Address: England
Hobbies: Most RPGs, Lone Wolf & solo gamebooks, US football, martial arts.
Would like an American pen-pal, preferably female, of similar age & interests.

Name: RICHARD KIDDLE
Age: 11
Address: England
Hobbies: Reading adventure books, computers, tennis, writing stories.
Would like a pen-pal aged 10-12, with the same or similar interests.

Name: BEN MILAD
Age: 14
Address: England
Hobbies: Role-playing, reading fantasy fiction.
Would like a pen-pal, male or female, someone interested in starting a Lone Wolf role-playing club.

Name: LEE POLLOCK
Age: 10
Address: England
Hobbies: Story writing, reading gamebooks.
Would like a pen-pal, male, aged 10-11, with the same or similar interests, living in the UK or USA.

Name: KENNETH MACLEOD
Age: 16
Address: Scotland
Hobbies: Lone Wolf, all RPGs, computing, aircraft, reading fantasy & sci-fi, wargaming, painting miniatures.
Would like a pen-pal, male or female, aged 14-18, preferably living in the UK, with similar interests.

Name: MARK BEECHILL
Age: 13
Address: England
Hobbies: Lone Wolf, RPGs, sci-fi, comics, writing sci-fi stories, reading, TV, dance & soul music.
Would like 11-13 year old pen-pal, boy or girl, any nationality, any age, similar interests.

Name: JOHN McLUCKIE
Age: 15
Address: Scotland
Hobbies: Lone Wolf, pop & heavy metal music, all sports (except cricket).
Would like a pen-pal, male or female, aged 12-15, any nationality, preferably with similar interests.

Name: NEIL BURKIN
Age: 15
Address: Co. Durham
Hobbies: Lone Wolf, painting miniatures, swimming, TV.
Would like a pen-pal, boy or girl, any nationality, any age, similar interests.

Name: NG PIT SONG
Age: 12
Address: Malaysia
Hobbies: Computer games, gamebooks (especially Lone Wolf).
Would like a pen-pal, any nationality / age, preferably with similar interests.



Kai Konnection Form:

NAME:

ADDRESS:

AGE:

YOUR HOBBIES / INTERESTS

TYPE OF PEN-PAL YOU WOULD LIKE

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 20 Vauxhall Bridge Road, London, SW1V 2SA

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

CONGRATULATIONS MORGAN!

Everyone at the Lone Wolf Club was delighted to hear that LWC member, Morgan Troll, was named as a winner in the Raintree Publishers' 1990 "Publish-a-Book" contest. The contest was open to 8-10 year old school pupils throughout the USA, and over 13,000 entries were submitted. In a letter to the Club, Morgan said that he's been reading Lone Wolf gamebooks for a year now and is an avid fan. He also said: "They were the inspiration for my story. I wrote to Joe Dever and he sent me a letter back answering my questions about how to write books. That was the encouragement I needed to enter the competition. I'm sure glad I did!"

Here's a selection of newspaper clippings which detail Morgan's achievement. We hope it will make inspiring reading for other Lone Wolf Club members who may be thinking of writing an adventure story of their own:

Boy's troll tale to be published

By Frank Sojak
The Tribune-Democrat

SOMERSET—Morgan Troll, a Grade 4 pupil at Maple Ridge Elementary School here, wrote a story in January that has made him famous.

Last Friday was declared "Morgan Troll Day" by the mayor of Somerset, and Morgan's school honored him that day with an awards assembly and reception.

The 9-year-old boy, who is the son of David and Linda Troll of Somerset R. D. 3, wrote a story about a troll that has won one of four grand prizes in the 1990 Publish-A-Book Contest, sponsored by Raintree Publishers, a children's book publisher in Milwaukee, Wis. Approximately 13,000 pupils in Grades 4 through 6 entered the nationwide contest.

The contest was started in 1984 to encourage creative writing at the elementary level. Morgan's hard-bound book will be published in September and will include his photo and background information on him.

"I think it's great," Morgan said from his home last week. "I didn't think I would win."

Morgan's mother, who is a librarian in the North Star School District, said she was very surprised when the publisher called her at home at the end of March to tell her that her son's story was selected.

"I'm still in shock," she said.

At first she thought the publisher was trying to sell her some books for the district's libraries. She said she is going to purchase a number



Morgan Troll

of copies of her son's book for North Star's libraries because the pupils there said they want to read it.

"He has a great imagination and he has the ability to express it," said Sally Troll, Morgan's grandmother.

Morgan will receive \$500 for the publishing rights and a 5 percent royalty after 5,000 books are sold.

"Not bad for a 9-year-old," said Janet Lee Hay, Morgan's teacher.

Hay described Morgan as very sensible and typical of the other 17 pupils in her gifted-student class.

She said all the pupils in the school are excited over his success and they honored him by showcasing his achievement in a

school hallway.

Morgan said the teacher gave him one week to do the story and he spent the first three days thinking of an idea. He said the contest rules were to write between 700 and 800 words. He said his story was just more than 700.

The title is "Warty Morganson," based on his own name. When asked why he named the troll after himself, Morgan said he wanted to be "creative."

He said the story is about a human-sized troll who lived just after the Middle Ages. He said Warty was bad at first and broke into homes and stole items.

Then one day, somebody broke into Warty's home and stole his things, Morgan said. An unhappy Warty then started hunting for his possessions, he added.

Warty was walking past a garden surrounded by a wall when he noticed his gold-colored ball bouncing up and down in the garden, he said. Warty climbed a nearby tree and saw a little girl playing with the ball.

Warty then looked at another area of the garden and saw a mother teaching children how to read, Morgan said. The books she was using were Warty's, he said. In another area of the garden, he saw another child playing his drums.

Morgan said Warty climbed over the garden's wall and startled the little girl, causing her to drop the ball. The girl ran to her mother and Warty picked up the ball and threw it to the children so they would not think he was mean, Morgan said. Warty started to make friends with the children and they taught Warty how to read and play the drums.

Morgan said that in the end, Warty learns that the sounds of joy and laughter are some of the best sounds in the world.

Morgan said the gist of the story is not to simply have things, but to enjoy them.

The author said he enjoys reading adventure books, collecting coins and rocks, swimming and playing soccer and basketball.



It's Morgan Troll Day in Somerset!



Young author

Morgan Troll, shown with Janet Lee Hay, his SAGE instructor at Maple Ridge Elementary School, looks over his display case at the school. Young Troll will be honored this after

noon for his achievement in being named a grand prize winner in Raintree Publications search for young authors. (Staff photo by Bobbie Black)

A Maple Ridge student, Morgan Troll, will take his bows and receive applause today as he is honored for being named one of the four grand prize winners in the Raintree Publishers' 1990 Publish-A-Book Contest.

Other winning entries were written by Alisandra Jezek of Illinois, Casey A. Turcotte McGuire of Hawaii, and Lily Troia of Wisconsin.

Morgan will be honored with a special assembly this afternoon at Maple Ridge Elementary School. Somerset Mayor Terry Dwyer has declared today "Morgan Troll Day" and will be on hand for the festivities.

Julia Mayo, vice president of Raintree Publishing, will also be present.

These four winning manuscripts will be published children's books this September. The Publish-A-Book Contest is sponsored by Raintree Publishers, a children's book publisher in Milwaukee, Wis. The contest is for students in the fourth through sixth grades. In addition to the four grand prizes winners, twenty honorable mentions were also chosen.

Begun in 1984, the Publish-A-Book Contest's goal is to encourage creative writing at the elementary level. Originally, only one story was chosen to be published each year. The contest has grown so rapidly, however, that now multiple books are published each year.

The theme for 1990's contest was "Fairytale, Talltale, and Folk-tale," and entrants were asked to write a 700-800-word story. With such an imagination-engaging theme, judging was a difficult process. The diversity of the four Grand Prize stories attests to the wide range of stories submitted. The four winning stories will be added to the company's Publish-A-Book series. In addition to being published, each of the four grand prize winners receives a \$500 cash prize plus royalties.

The fairytale **The Ball, the Book, and the Drum** by fourth-grader Morgan Troll of Somerset, Pennsylvania, tells the story of an ill-mannered troll who learns that the best things in life are meant to be shared and enjoyed by all. Morgan chose to write about a troll because of his last name.

Have you written an adventure story that you think is worthy of publication? If so, why not submit it to the Club. We're currently looking for exciting fantasy adventures to print in future newsletters. If you have material (preferably set in Magnamund) you'd like to submit, send it to the LW Club address, enclosing a large SAE if you'd like it returned after consideration. The three best stories, received by 31st December 1990, will win signed copies of 'The Plague Lords of Ruel'—the first of the Lone Wolf Grand Master gamebooks.

**MAKE SURE
OF YOUR COPY NOW!**

A high-contrast, black and white illustration of a Native American warrior on horseback. The warrior is wearing a feathered headdress and holding a long spear. He is positioned in the foreground, facing slightly to the left. Behind him is a large, thatched-roof structure, possibly a wigwam or a large tent, which dominates the background. The style is reminiscent of a woodcut or a high-contrast photograph. The entire image is framed by a thick black border.

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LONE WOLF CLUB COMPETITION RESULTS

BANEDON'S QUEST A LONE WOLF TREASURE HUNT COMPETITION

My quest for the Nadazgada took me first to the City of Merchants where I met with my old friend Chalda. He was to be my guide on the first stages of my journey. We rode to Bais where we met with my friend's contact, a ranger recently returned from the Falls of Lamenta. He had heard tell that Gnaag's blade was being transported to a Darkland stronghold whose name meant 'Fortress Blackwood'. For three days we journeyed north, covering 50 miles each day, before we stopped to rest at a border town. It was here we heard rumour that robber barons were fighting for control of territory to the east, and so we resolved to change our route to avoid falling foul of them. During our brief rest we had been befriended by a journeyman called Akon, whose name was an anagram of the place where he lived. Generously he offered us lodging at his home whilst we formulated our next course of action, and we were pleased to accept.

It was now that the quest took a turn for the worse. Word of my purpose had reached the ears of agents loyal to Warlord Magnaarn, who immediately dispatched a troop of Zagganozod with orders to find and assassinate us forthwith. A midnight attack claimed the life of my companion and our host. I escaped with my life, but only just. Aided by Nadziranim magic, Magnaarn's horsemen pursued me for a week on a compass bearing of 300° before finally I lost them in the mountains. By chance, an encounter here with a Giak patrol was to help me fulfil my mission. I captured a scout who, under hypnosis, revealed to me that Gnaag's sword had been transported to another destination, one that was little more than four day's ride away. I acted on this information and, sure enough, I found what I had set out to discover.

The Banedon Treasure Hunt Competition seems to have proved to be a little more challenging than the Captain Khadro Treasure Hunt featured in Newsletter 15. Of the 271 entries received by the close, only 112 had the correct answer. The first correct entry, picked at random from all those received, came from:

GWYN RHODES of Gwent

The runners-up were:

LESLEY DORLING, Oxford
PAUL CARLTON, Blackpool
JAKE PATTERSON, Hartford (USA)

Congratulations to Gwyn who won a Haline Sprite 110 Camera outfit, and to Lesley, Paul, and Jake who each won signed copies of 'Hunting Wolf'.

THE ANSWER CRAGMANTLE

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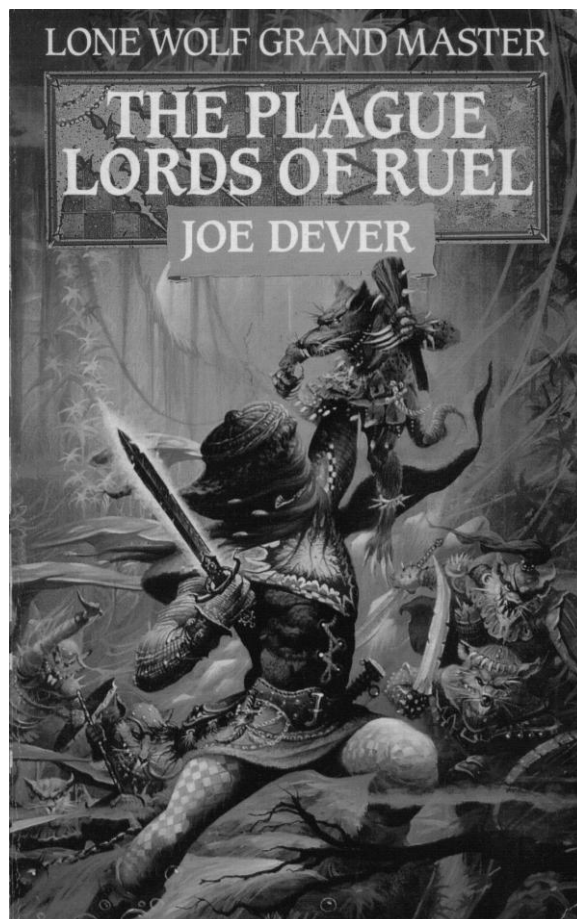
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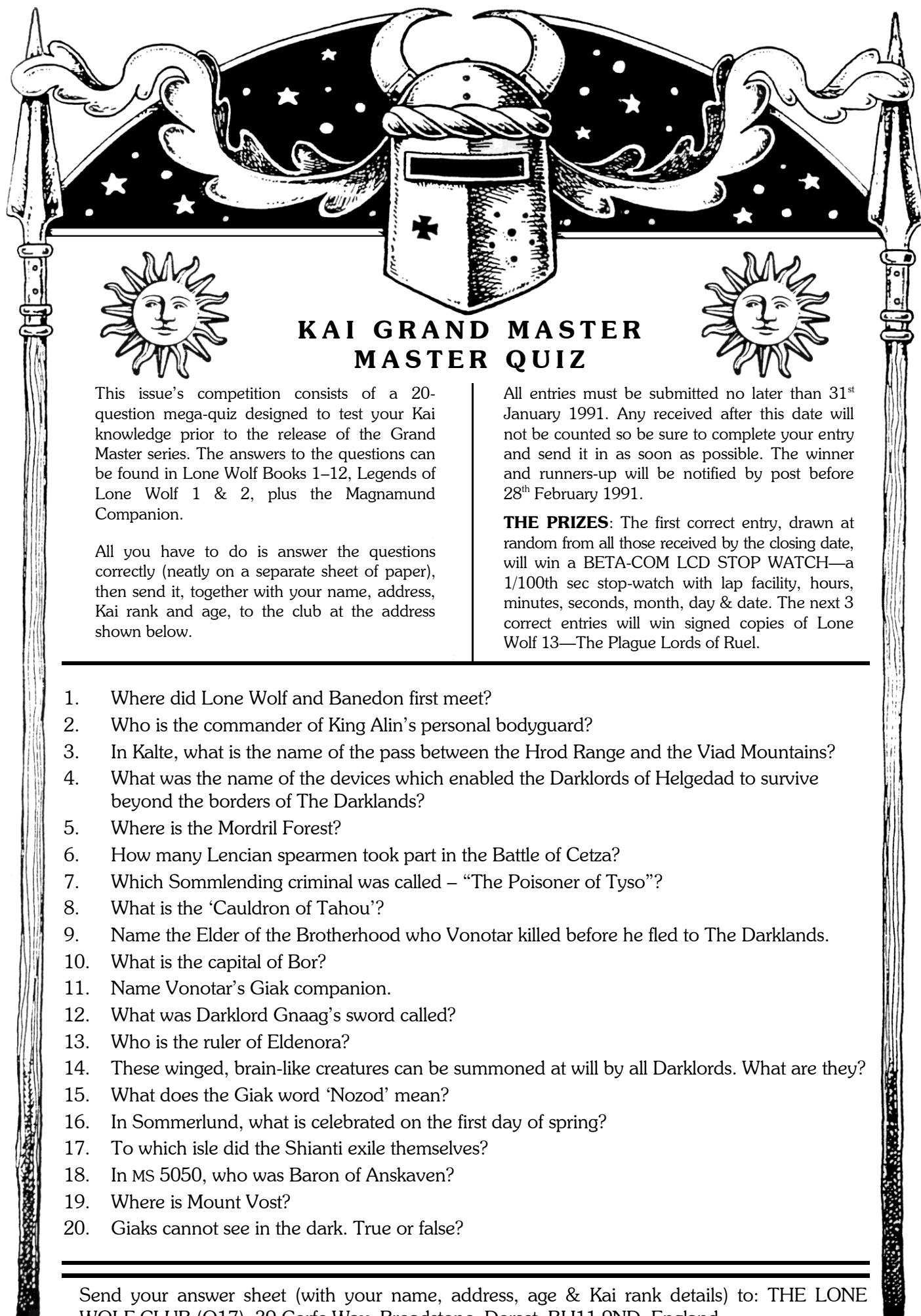
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KAI GRAND MASTER MASTER QUIZ

This issue's competition consists of a 20-question mega-quiz designed to test your Kai knowledge prior to the release of the Grand Master series. The answers to the questions can be found in Lone Wolf Books 1-12, Legends of Lone Wolf 1 & 2, plus the Magnamund Companion.

All you have to do is answer the questions correctly (neatly on a separate sheet of paper), then send it, together with your name, address, Kai rank and age, to the club at the address shown below.

All entries must be submitted no later than 31st January 1991. Any received after this date will not be counted so be sure to complete your entry and send it in as soon as possible. The winner and runners-up will be notified by post before 28th February 1991.

THE PRIZES: The first correct entry, drawn at random from all those received by the closing date, will win a BETA-COM LCD STOP WATCH—a 1/100th sec stop-watch with lap facility, hours, minutes, seconds, month, day & date. The next 3 correct entries will win signed copies of Lone Wolf 13—The Plague Lords of Ruel.

1. Where did Lone Wolf and Banedon first meet?
2. Who is the commander of King Alin's personal bodyguard?
3. In Kalte, what is the name of the pass between the Hrod Range and the Viad Mountains?
4. What was the name of the devices which enabled the Darklords of Helgedad to survive beyond the borders of The Darklands?
5. Where is the Mordril Forest?
6. How many Lencian spearmen took part in the Battle of Cetza?
7. Which Sommlending criminal was called – "The Poisoner of Tyso"?
8. What is the 'Cauldron of Tahou'?
9. Name the Elder of the Brotherhood who Vonotar killed before he fled to The Darklands.
10. What is the capital of Bor?
11. Name Vonotar's Giak companion.
12. What was Darklord Gnaag's sword called?
13. Who is the ruler of Eldenora?
14. These winged, brain-like creatures can be summoned at will by all Darklords. What are they?
15. What does the Giak word 'Nozod' mean?
16. In Sommerlund, what is celebrated on the first day of spring?
17. To which isle did the Shianti exile themselves?
18. In MS 5050, who was Baron of Anskaven?
19. Where is Mount Vost?
20. Giaks cannot see in the dark. True or false?

Send your answer sheet (with your name, address, age & Kai rank details) to: THE LONE WOLF CLUB (Q17), 39 Corfe Way, Broadstone, Dorset, BH11 9ND, England.

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21 August 2009

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